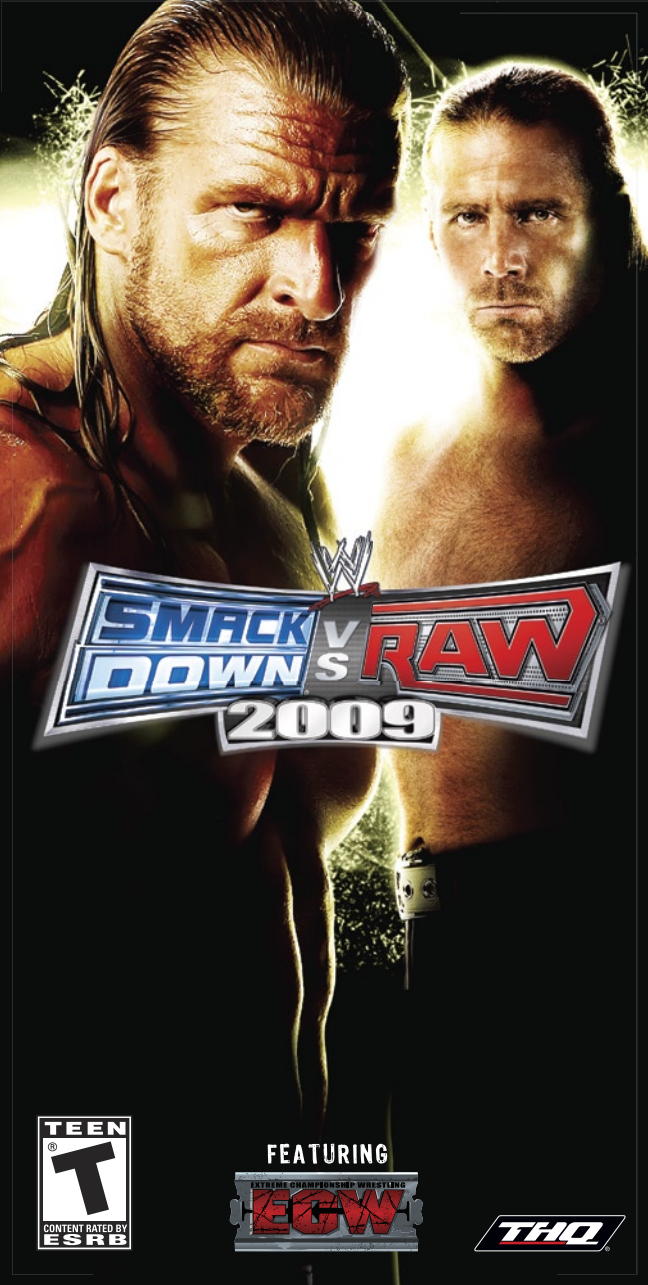




For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

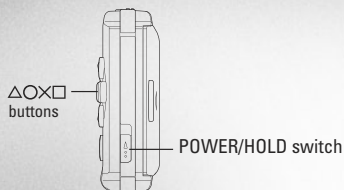
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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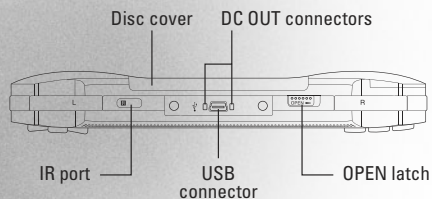
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The POWER indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *WWE SmackDown vs. Raw 2009* disc with the label facing away from the system, slide until fully inserted, and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the $\times$ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

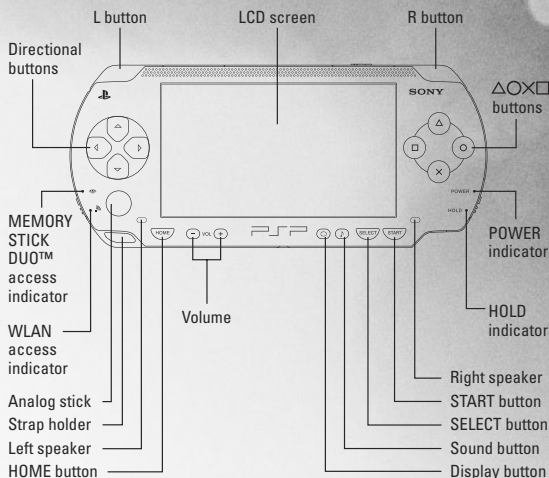
MEMORY STICK DUO™

WARNING! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLS

PSP® (PlayStation®Portable) system configuration



Basic Controls (Default)

Control Superstar	Directional buttons
Strike	$\times$
Grapple.....	Directional buttons (any direction) + $\odot$
Pin	Directional button $\downarrow$ + $\odot$ (when opponent is down)
Taunt.....	Analog stick
Run.....	Hold $\square$ + directional buttons
Pick Up weapon.....	$\times$
Irish Whip.....	$\square$ + $\times$ + directional buttons
Finisher.....	$\triangle$ (when momentum is full)
Signature Move	$\triangle$ (when icon is stored)
Strike Reversal	$\square$
Grapple Reversal.....	$\square$
Call for Interference.....	$\square$ + $\odot$
Pause Menu	START button

Advanced Controls



Defensive Stance

This new defensive maneuver protects you by automatically rolling away if you are attacked with a strike or grapple while attempting to stand up. This is executed by holding both **[L]** and **[R]** before your Superstar stands up.

Ground and Pound

Press and hold **[X]** near a downed opponent to gain a mounted position from which you can throw punches and head-butts or wrench their neck. The ground and pound can be performed on a downed opponent in the face-up or face-down position.

Rope Rebound

Perform this maneuver by running toward the ropes. Once the Superstar rebounds off the ropes, you can let go of the controls while your Superstar automatically runs across the ring. Running grapples and strikes can then be performed.

Remove Turnbuckle Cover

When positioned in front of a turnbuckle, move the directional buttons toward the turnbuckle and press **[X]** to remove the cover. Irish whip your opponent against the exposed metal for added damage. This can also be used as an environmental grapple by dragging your opponent toward the exposed turnbuckle. To drag, hold **[R]** then press **[X]** followed by moving the directional buttons toward an exposed turnbuckle. Then move the analog stick from left to right.

Dive Setup

Prepare your opponent for a high-flying maneuver by Irish whipping your opponent toward the corner turnbuckle. Once the opponent's back is leaning against the turnbuckle, press **[X]** while standing near the opponent. This can also be performed while running toward the opponent and pressing **[X]**. This can only be performed if the opponent is facing you with their back against the turnbuckle.

Fists of Fury

Hold **[R]** + **[X]** to unleash a devastating 3 strike combination on your opponent!

NOTE: Control type A uses the analog stick and is the default control type.

Menu Controls

Use the directional buttons to navigate the in-game menus. Press **[X]** to confirm your selection. Press **[Y]** to go back to the previous screen.

THE GAME SCREEN

Momentum
Meter



Limb Damage
Meter

SUPERSTAR SELECTION

Here you can choose a Superstar to use. Press **[R]** or **[L]** to view the Attributes, Finishing moves and Abilities of each Superstar.

New this year is an option to sort Superstars based on the following categories: Championship, Brand, Created Superstar, Overall, Default and Random.

To bring up the Sort Category menu, press **[Y]** then select a category with **[X]**. Now you will only see Superstars that fit the criteria for the selected Category. To view all Superstars, bring up the Sort Category menu and select Default.

MAIN MENU

Use the directional buttons to move up and down through the menu. Press **[X]** to make your selection.

Exhibition Mode

Exhibition Mode allows you to participate in any of the following modes – One on One, Two on Two, Triple Threat, Fatal Four-Way, 6-man, Handicap, and *Royal Rumble*. Once you select the category of match, you can select from one of the sub-categories such as Ladder, TLC, Steel Cage Matches, and many more. *WWE SmackDown vs. Raw 2009* has over 70 different kinds of matches that your Superstars can compete in.

My WWE

Enter the Roster Editor, or adjust the options.

Road to WrestleMania

Experience the most important time of year for WWE Superstars: the Road to *WrestleMania*! Triple H, CM Punk, Undertaker, John Cena and Chris Jericho all have their own exclusive, single-player storylines designed to make the most out of their larger-than-life personalities. Another story featuring Rey Mysterio and Batista can be played alone or via co-op. No matter whom you choose, the road will be filled with drama, action, and surprises. It's the closest thing to being a WWE Superstar without lacing up your boots.

Game Modes

Choose from Career Mode or Tournament Mode. Career Mode gives you the ability to manage and play out a Superstar's career. Book matches, go after titles, switch brands - your career is all within your grasp. With Tournament Mode you can configure a quick bracket for you and your friends to compete in.

Create Modes

Here you can Create A Superstar, Create A Move-Set, Create An Entrance and Create A Finisher.

Note: To increase your Created Superstar's individual attributes and overall rating, select your Created Superstar when starting Career Mode.

Wireless Mode

Compete against your friends via the PSP system's Ad Hoc connection. You can choose the Superstars, the match type, and the arena for your head-to-head competition.

CAREER MODE

Why be satisfied with just one championship when you can hold all the gold? Select any Superstar or Diva in the game, or create your own Superstar, and collect all the Championships in WWE - and maybe even a few more!

You're not the only one gunning for that top spot. Other Superstars want their title shot as well. Defeat the competition in impressive fashion to become the No.1 contender, and then challenge the champ. Along the way, attributes will level-up, detailed statistics will be tracked, and new match types will be unlocked. It's a near-endless, highly customizable way to get the most out of your favorite WWE Superstar!

Note: To increase your Created Superstar's individual attributes and overall rating, select your Created Superstar when starting Career Mode.

ROSTER EDITOR

Located inside the My WWE menu is the new Roster Editor feature. Change a Superstar's brand, fan reaction (clean or dirty) and assign titles to Superstars as you see fit.

CREATE A FINISHER

Stun your opponent with a poison fog attack, kick him in the gut, followed by a measured strike to the head, then cinch their neck in a chokeslam clutch, perform a taunt in their face then lift and slam them to the mat with a devastating spinebuster! All this and more awaits you in the new Create A Finisher mode.

Move the analog stick to navigate around the menus and press  to make a selection. Press  and  to change the speed of the animation. Press  to cancel a selection. Move the analog stick to change the camera angle or zoom. Pressing  will display a help menu.

When you are finished, save your created finisher. To assign your created finisher to a Superstar, Diva or Created Superstar, proceed to Create A Move-Set mode. From there, select who you would like to apply the finisher to then select Special followed by Created Finishers. Browse and select the finisher to apply to your selected Superstar, Diva or Created Superstar. Accept and save your changes. Now you are ready to unleash your brutal created finisher!

LADDER MATCH CONTROLS

Pick up ladder	⊗
Set-up ladder (while holding ladder)	⊗
Move a set-up ladder	Hold ⊗ (while standing near the side of a ladder)
Release ladder	Release ⊗ (while dragging ladder)
Lean ladder in corner	Directional buttons (toward corner) + ⊗
Run up a leaning ladder	□ L + directional buttons (toward leaning ladder)
Push ladder over	⊗ (when two opponents are on a ladder)
Drop safely to the mat	⊗ (while hanging from item)
Grab Belt	△
Lean ladder against ladder	⊗ (near a setup ladder while holding a ladder)

STEEL CAGE MATCH CONTROLS

Climb up cage	Directional buttons + ⊗
Escape from cage	⊗
Diving attack from top of cage	□ / directional buttons + □
Pull opponent off cage	Directional buttons + ◎
Strike cage	□
Get down from cage	□ R

HELL IN A CELL MATCH CONTROLS

Break Cell Door Open	⊗
Go in / out door	Directional buttons + ⊗
Throw opponent off top edge of Cell	◎
Environmental grapple	Drag opponent to the center of any exterior Cell wall

ELIMINATION CHAMBER CONTROLS

Climb onto top of Chamber	Directional buttons + ⊗ (while on turnbuckle)
Climb up Chamber wall	⊗
Rub opponent's face on Chamber	Irish Whip toward Chamber wall
Pull opponent down	Directional buttons + ◎

TAG MATCH CONTROLS

Tag	Directional buttons toward Tag Partner + ⊗
Double Team Attack	Directional buttons (↑/↓/←/→) + ◎
Tag Finisher	△

INFERNO MATCH

New this year is the Inferno Match! The ring is surrounded with searing flames and the only way to win is by setting your opponent on fire! The temperature will increase as the match wears on, making it easier to burn your opponent. Once a blazing Inferno has been triggered, drag your opponent toward the flames to burn them and win the match. To drag the opponent, press **[R]** + **[○]** then move the directional buttons in any direction to move your opponent toward the flames. Remember, there are no disqualifications in an Inferno match.

WIRELESS

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructre mode. *WWE SmackDown vs. Raw 2009* supports Ad Hoc mode only.

Ad Hoc Mode

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other.

Quick Match

Jump into a quick game against a random opponent.

Session List

See a list of available sessions (matches) that are available to compete in. Use the directional buttons to scroll through the list. Press **[X]** to join that session and compete against your opponent.

Create Session

Set up the kind of match you would like to compete in. Select Match Type, Arena, Match Rules, and set the option to Allow User Created Content or not. Once the options are set, press **[X]** to create your session and await an opponent.

ALL NEW! SUPERSTAR ABILITIES

Each Superstar has their own unique set of abilities that they can rely on and utilize to emerge victorious from any match. Below is a brief description of the abilities and how to use them. Remember, you can view each Superstar's set of abilities on the Superstar Select Screen by pressing **[L]**.

Referee Shield - Press and hold **[X]** when positioned near the referee to hide behind him. Release **[X]** to shove the referee at your opponent.

Dirty Pin - Perform a pin near the ropes to perform a dirty pin.

Springboard Dives - Move the directional buttons toward the ropes + **[○]**. To perform a springboard attack off the turnbuckle, walk/run toward the turnbuckle and press **[○]**.

Outside Dives - Able to perform running/stationary dives to the outside of the ring. Run/stand toward an opponent positioned outside of the ring and move the analog stick toward the outside opponent and press **[○]**.

Evasive Dodge - Hold **[L]** or **[R]** + move the directional buttons in any direction to evade adversaries with this fleet-footed maneuver.

Steal Taunt - Hold **[R]** + press the analog stick (any direction) to steal an opponent's taunt. If the taunt is successfully performed, your opponent will suffer a mild momentum loss.

Move Theft - Hold **[R]** + press **[△]** to steal an opponent's finishing move (must have a full momentum meter). You can also steal an opponent's signature move if you have a stored signature move icon. You must be in your opponent's correct move situation.

Hardcore Resurrection - This allows your Superstar to regenerate a small amount of limb damage as a result of self-inflicted bleeding. Press **[△]** while holding a chair. This ability can only be used once per match, so make wise use of it. Also, if bloodied by an opponent you'll be rewarded with a full momentum meter.

KO - Perform a finishing move on a critically injured opponent to knock them out cold. The opponent's limb damage meter needs to be completely red in order to KO them.

Hammer Throw - Hold **[○]** to perform a more powerful variation of the Irish Whip maneuver.

Fan Favorite - Rally the crowd behind you in order to gain an advantage over your opponent. Press the analog stick (any direction) when your momentum is at max. Your opponent will suffer a persistent loss of momentum as a result.

Ladder Match Specialist – Your Superstar is able to remove the suspended belt faster than others.

Table Match Specialist – Superstars with this ability are able to double stack tables for double the damage. To double stack tables, approach a set table while holding another table and press $\otimes$.

Steel Cage Match Specialist – This allows your Superstar to escape out of the cage quicker than others.

Durability – When prompted, hold $\triangle$ to regenerate a slight amount of limb damage.

Object Specialist – Able to perform weapon grapples and other weapon specific actions like the conchairto, chair guillotine, etc. Perform a quick grapple while holding a foreign object to perform a grapple with a foreign object.

Lock Pick – When prompted, press $\triangle$ to power out of a struggle submission move. Be forewarned, using this ability will cost your Superstar a small amount of momentum.

Kip-Up – When prompted, press $\triangle$ to perform a last minute comeback while in the throes of defeat. This ability can only be triggered from a grounded position. This ability can only be used once per match.

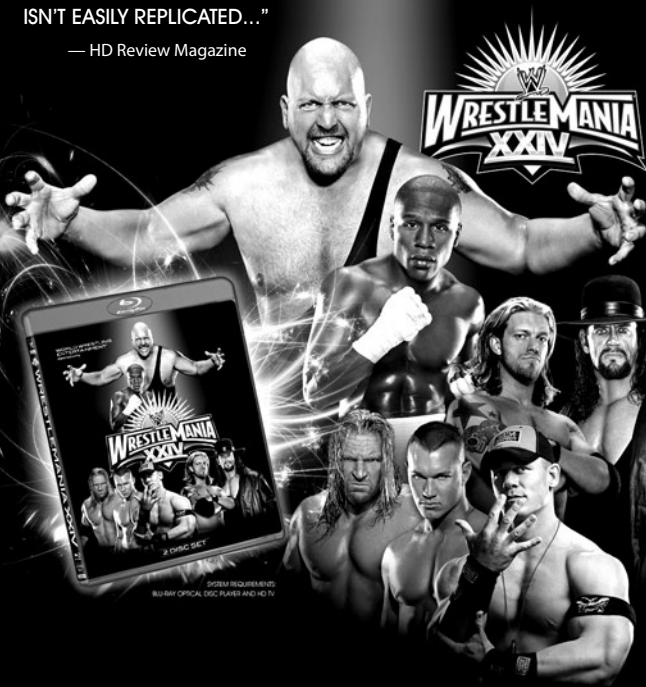
Resiliency – Superstars with this ability are tough as nails to defeat by pin and submission as they are able to absorb and endure an inordinate amount of pain.

Possum Pin – Press $\square$ to reverse a pin attempt and ensnare your opponent within a possum pin.

Submission Specialists – Superstars with this ability are able to submit opponents using non-finisher struggle submission moves. However, all Superstars, regardless of their ability move-set, can submit an opponent so long as they have a struggle submission move assigned as their finishing or signature move.

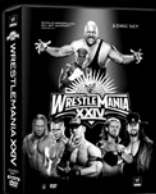
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THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

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